
Title: Codex Maleficarum volume II (b)

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Calling
the Patronus

Although some
Fallen Ones are
intuitive enough to
learn the Arts on
their own, most
require an instructure
of some kind. If our
Infernalist has joined
a sect, he'll receive a
mentor; even if he
studies alone, chances
are he'll attract the
attention of a mentor
before long. Aside
from the details -
which vary from
teacher to teacher, but
tend fairly grotesque
- an Infernal
apprenticeship is
much like any other.
An older mgus takes
a less-experienced
one as a student, the
student performs
some degree of
service, and the elder
passes on her secrets.
Or most of them, at
any rate...

Sooner or later, the
Infernalist wants
more. Perhaps he's too
proud or impatient to
withstand an
apprenticeship; or
maybe his mentor is
too perverse even for a
young warlock's jaded
tastes; worse of all,
they may have had a
falling-out...usually
the prelude to an

all-out witch-war.
When mortal teachers
fail, or when there
are none to be found,
the Infernalist calls
upon a demonic tutor
and offers him some
favors in exchange
for knowledge or
power.

As risky as it is,
this step usually
comes early in an
Infernalist's journey;
the Fallen One meets
his Patronus during
this renunciation
ceremony. At some
point, the aspiring
demon-servant gains a
ritual that allows him
to call upon an agent of
the Pit; if he's wise,
he'll use it when he
has the strength and
experience to handle a
demon face-to-face.
Most warlocks are too
proud, desperate or
impatient to wait until
then, however; some
die or go insane the
first time they
summon a demon to
their aid.

Admittedly, the
raw fury of a
demonic manifestation
is enough to send even
an experienced
wizard sprawling. To
invoke an evil spirit,
the Infernalist must
perform some
appalling ceremony
and make the
appropriate
sacrifices. The demon
makes an impressive
entrance, throwing
minor tempests in all
directions and often
indulging in some
hideous display of
sheer shock value.
Howling threats or
offering sweet
seductions, the evil

spirit assesses the
Infernalists' reaction;
if he seems to have
potential, the bargain
begins....

The Pact: Five Garments and a Kiss

Most Infernal
pacts are sealed this
way: highly symbolic
offers are exchanged
until both parties get
what they want. The
magus inevitably has
to commit some sinful,
often hazardous act,
and the demon offers
some minor but
enticing trinket. This
is the fourth weave of
lies: the Bonds of
Patronage. Most
demons snare their
quarries here; many
mortals, unsure of
what they want or
how to ask for it, give
away their souls for
very little profit.
Some Infernalists
sprout hideous
Investments and
become virtual devils
themselves, but
rarely realize how
much they could have
had. A warlock who
masters the steps
before this dance
begins often gains an
impressive Patronus
... even as he becomes
its slave.

Many magi,
confronted with
soul-seller, wonder
how on earth someone
could barter away both
soul and freedom. But
the Infernalist sees
things differently. To
him, the demon is not
his master, but his
advocate ; the Patronus
has mastery over

certain things, and the
warlock helps him
keep it, in exchange
for a few choice
favours. This illusion
- and it is an illusion!
- of partnership
keeps the Infernalist
from seeing the
abyss at his feet. He
may feel its heat, but
he's convinced that he
can either fly over it
or escape it at the last
moment.

And this is usually
the biggest lie of all.